

AMENDMENTS TO THE CLAIMS

As indicated below, Applicant is amending Claims 33, 40, 42, 45, 49, 51, 52, 59 and 63 and is canceling Claims 48 and 66 without prejudice or disclaimer. Claims 34–39, 41, 43, 44, 50, 53, 54, 56–58, 60–62, 64 and 65 remain as previously presented, and new Claims 67–70 have been added.

1.–32. (Canceled)

33. (Currently Amended) An interactive gaming system for entertaining one or more play participants, comprising:

a play structure;

one or more play modules disposed within said structure and sized and configured to receive or support said one or more play participants playing in, on or around each said play module, each play module further comprising multiple play elements operatively associated with each said play module comprising one or more interactive games or challenges configured to be played or completed by said one or more play participants as part of an overall quest or mission;

at least two of said interactive games or challenges being arranged or organized sequentially such that a first interactive game or challenge is necessary to be played or completed before a second game or challenge can be played or completed; and

at least one portable indicium associated with and uniquely identifying each play participant, said portable indicium comprising a toy wand operable by at least one of said one or more play participants by waving, shaking, stroking and/or tapping said toy wand in a predetermined manner to transmit a first signal to wirelessly actuate at least one of said multiple play elements, the toy wand further comprising a memory configured to store identification information for uniquely identifying said at least one play participant of said one or more play participants, the toy wand being further configured to wirelessly transmit said identification information to at least one of said multiple play elements during

participation by said at least one play participant in said one or more interactive games or challenges.

34. (Previously Presented) The interactive quest gaming system of Claim 33, wherein said play structure comprises an amusement facility or family entertainment center.

35. (Previously Presented) The interactive quest gaming system of Claim 33, wherein said play structure is themed in accordance with an overall story or plot which is revealed or related as play participants play or complete each interactive game or challenge or as play participants complete a required part of the quest or mission.

36. (Previously Presented) The interactive quest gaming system of Claim 33, wherein said play structure comprises a multi-level play structure having three or more levels or platform elevations.

37. (Previously Presented) The interactive quest gaming system of Claim 33, further comprising a score board configured and arranged to display the determined progress of said one or more play participants.

38. (Previously Presented) The interactive quest gaming system of Claim 33, comprising multiple play modules arranged or organized sequentially and interconnected by one or more slides such that a first group of games or challenges associated with a first play module are necessary to be played or completed before a second group of games or challenges associated with a second play module can be played or completed.

39. (Previously Presented) The interactive quest gaming system of Claim 33, wherein said wand is configured to communicate with one or more read/write devices associated with each said interactive game or challenge.

40. (Currently Amended) The interactive quest gaming system of Claim 33, wherein said memory of said wand comprises an RFID read/write card—or tag for receiving and storing tracked data identifying which interactive games or challenges have been played or completed by each said play participant, whereby the progress of each said play participant playing the interactive quest game may be determined with or without a central network system.

41. (Previously Presented) The interactive quest gaming system of Claim 33, further comprising one or more challenge connections bridging two or more play modules, comprising a slide, rope bridge, trolley, swing, cargo net or ladder.

42. (Currently Amended) An interactive play system for entertaining one or more play participants, comprising:

multiple play elements arranged in a desired theme within a play facility, each said play elements or group of play elements being conceptually, qualitatively or sensually distinct, but operatively related to an overall gaming quest or mission desired to be completed by said one or more play participants;

a wand device that wirelessly interfaces with and exchanges data with said multiple play elements to activate at least one of said multiple play elements when moved in a predetermined manner, the wand device further comprising a memory for storing identification data for uniquely identifying an associated play participant of said one or more play participants, the wand device being configured to wirelessly transmit said identification data; and

wherein at least a portion of said multiple play elements communicates with the wand device in such a manner as to allow or deny access to a selected one or more of said play elements based on how many points or levels have been reached by a particular play participant and/or based on what objectives that participant has accomplished or helped accomplish so as to define a sequence or path along which play participants must proceed to complete the designed quest or mission.

43. (Previously Presented) The interactive play system of Claim 42, wherein said play facility comprises one or more play modules sized and configured to receive or support said one or more play modules sized and configured to receive or support said one or more play participants playing in, on or around each said play module.

44. (Previously Presented) The interactive play system of Claim 42, wherein said multiple play elements comprise one or more interactive games or challenges configured to be played or completed by said one or more play participants.

45. (Currently Amended) The interactive play system of Claim 42, wherein said wand device is further configured to ~~uniquely identify each play participant, configured to~~ track which interactive games or challenges have been played or completed by each said play participant whereby the progress of each said play participant playing the interactive play system may be determined with or without a central network connecting said interactive games or challenges.

46. (Canceled)

47. (Canceled)

48. (Canceled)

49. (Currently Amended) The interactive play system of Claim 45, further ~~comprises comprising~~ a score board configured and arranged to display the determined progress of said one or more play participants.

50. (Previously Presented) The interactive play system of Claim 42, comprising multiple play modules arranged or organized sequentially such that a first group of games or challenges associated with a first play module are necessary to be played or completed before a second group of games or challenges associated with a second play module can be played or completed.

51. (Currently Amended) The interactive play system of Claim 50, further comprising at least one challenge ~~connections~~ connecting two or more of said modules, comprising one or more of said modules, comprising one or more of the following: a slide, rope bridge, trolley, swing, cargo net or ladder.

52. (Currently Amended) A method of electronic interactive game play, comprising:

allowing one or more play participants to play with a first group of play elements operatively associated with a first play environment to achieve a first set of desired goals, points or game levels;

electronically collecting information representing said first set of goals, points or levels relative to each said play participant and wirelessly recording said information on a portable toy device carried or worn by said one or more

play participants in association with identifying information uniquely identifying each said play participant;

wirelessly reading said information stored on said portable toy device to recognize said one or more play participants at a second play environment located remotely from said first play environment and to access said stored information representing said first set of goals, points or levels relative to each said recognized play participant;

allowing said one or more recognized play participants to play with a second group of play elements operatively associated with said second play environment to achieve a second set of desired goals, points or game levels, wherein said portable toy device operable by said one or more recognized play participants by waving, shaking, stroking and/or tapping said portable toy device in a predetermined manner is-configured to wirelessly actuate at least one play element of said second group of play elements; and

wherein said second play activities or said second set of goals, points or game levels are at least in part dependent on said first set of goals, points or game levels achieved by each said play participant.

53. (Previously Presented) The method of Claim 52, wherein said first and second play environments comprise first and second play modules arranged within a play facility and organized sequentially such that a first group of games or challenges associated with said first play module are necessary to be played or completed before a second group of games or challenges associated with said second play module can be played or completed.

54. (Previously Presented) The method of Claim 52, wherein said first and second play environments are geographically separate and are not connected by a network.

55. (Canceled)

56. (Previously Presented) The method of Claim 52, wherein said portable toy device comprises an information storage device embodied in the form of a toy wand carried by said one or more play participants.

57. (Previously Presented) The method of Claim 52, wherein said portable toy device comprises an RFID card or badge.

58. (Previously Presented) The method of Claim 52, further comprising displaying said information representing said first set of goals, points or levels on a score board.

59. (Currently Amended) An interactive play system for entertaining one or more play participants, comprising:

one or more play elements to provide one or more interactive games or challenges configured to be played or completed by play participants arranged in a desired theme within a play facility, said one or more of said play elements being wirelessly actuatable in response to a predetermined wireless actuation signal;

one or more toy wands operable by at least one of said play participants by waving, shaking, stoking and/or tapping said toy wand in a predetermined manner to transmit said wirelessly wireless actuation signal to actuate said one or more play elements; and

at least one portable indicium memory device associated with each of said one or more toy wands, the at least one memory device being configured to store information to associated with an uniquely identifying each the at least one play participant and/or each toy wand during interaction with said one or more play elements to play or complete said interactive games or challenges.

60. (Previously Presented) The interactive play system of Claim 59, wherein said one or more play elements are arranged within an amusement facility or family entertainment center.

61. (Previously Presented) The interactive play system of Claim 60, wherein said amusement facility or family entertainment center is themed in accordance with a magic or wizards theme.

62. (Previously Presented) The interactive play system of Claim 59, wherein said one or more play elements are arranged on a play structure comprising a multi-level play structure having three or more levels or platform elevations.

63. (Currently Amended) The interactive play system of Claim 59 further comprising a scoreboard configured and arranged to display the determined progress of said ~~one or more~~ play participants.

64. (Previously Presented) The interactive play system of Claim 63, comprising multiple play modules arranged or organized sequentially and interconnected by one or more slides such that a first group of play elements associated with a first play module are necessary to be played or completed before a second group of play elements associated with a second play module can be played or completed.

65. (Previously Presented) The interactive play system of Claim 59, wherein said toy wand is configured to communicate with one or more read/write devices associated with said play elements.

66. (Canceled)

67. (New) The interactive gaming system of Claim 33, further comprising at least one transceiver associated with said one or more play modules, and wherein said toy wand is configured to receive wireless communications from said at least one transceiver.

68. (New) The interactive gaming system of Claim 67, wherein said toy wand is configured to produce at least one of vibration and sound by said toy wand in response to receiving said wireless communications from said at least one transceiver.

69. (New) The interactive play system of Claim 59, further comprising at least one transceiver associated with said one or more play elements, and wherein said one or more toy wands are configured to receive wireless communications from said at least one transceiver.

70. (New) The interactive play system of Claim 69, wherein said one or more toy wands are configured to produce at least one of vibration and sound by said one or more toy wands in response to receiving said wireless communications from said at least one transceiver.